

YE OLDE SHOP OF CURIOS

(STOCK TAKE #324)



he following items were generated from my [DMSGuild:Random Resource](#) spreadsheet with a little bit of flair added in. They were found in my home game; perhaps some other band of adventurers may stumble across them.

SHOWER SPONGE

This loose net bag has shells threaded into it, each shell is painted with a blue glyph.

The net holds a small dried sponge about the size of a gold coin.

Activation: (Load) immerse the bag (and sponge) into liquid and say a command.

Activation: (Release) point to an area and squeeze the sponge while saying the release word. Another command words stops it.

- The sponge will soak up to 500 litres (large bath tub) and grow to fist sized. The net will not leak and will not change in weight.
- The sponge has to be dry before it can soak up a different liquid type (can be 'topped up' with a similar, if not identical liquid.)
- It can release up to 50m from the sponge in up to a 5ft wide circumference. The way the release command is said affects the dispersal.
- The tighter the squeeze, the quicker the release. To fully drain will take...
 - 3 rounds to drench (quickest),
 - 3 min for a powerful shower.
 - 1 hour for a medium tap flow.
 - 3 hours for a light rain.
 - 1 day for a constant drip.
- The release position must be visible to the person releasing it at the time of command.
- The release position is relative to the sponge: move it and the 'source' point will move.
- The temperature of the liquid is whatever the ambient temperature is at the location of the net.

SWIZ KNIFE

This resembles a small, folding knife. The hilt is of a red wood with the emblem of a cross in a circle picked out in metal.

Activation: With the blade closed, hold the knife in a fist and concentrate on a specific tool.

- When un-folded, the blade is in the form of the tool thought of (corkscrew, saw, thing for digging stones from horses hooves...)
- It will remain in this form until closed or 1 hour has passed.
- It takes 1 round of concentration to become anything other than a knife.
- The tool can be no larger than a clenched fist.

SNOWMAN'S GLOBE

A glass hemisphere, filled with a liquid and has a small sculpted snowman fixed to the flat base. There are flakes of white stuff mixed with glitter lying in the bottom that swirl about, remaining suspended and whirling for a lot longer than you would expect.

When swirling the snowman animates; conducting the flurries, flying, skating, ...

Activation: (basic) swirl the globe and set down

Activation: (chaotic) keep swirling the globe for a full turn before setting down.

- The globe will continue 'snowing' at full strength for 1 minute.
- If the snowman is annoyed he will become human sized and ethereal, flying about and covering 30ft in all directions from the globe with thick snow.
- Any creature within the snow storm has reduced visibility down to 5ft (ignoring any specialist vision)
- It takes 1 minute to calm the snowman down and he won't activate (even basic) until a full 24 hours have passed.
- Once cleared, everything within the area is covered in a 5cm blanket of snow (melts as expected)
- The snowman can't effect the material plane except to make it snow, but if it's sufficiently annoyed, the GM may give it cold based attacks against the wielder of the globe.

BUSKER'S BACKUP

There are [D6] toy puppets, standing 30cm tall, each in different style of clothes with smooth blank faces.

Mystic etchings don't have the reflective sheen of the rest of the face if the light shines just right on them.

Activation: say the command word and perform a song (or play a tune)

- These puppets will perform a dance with each other in front of the player. (The player must be the one to activate them.)
- The style will depend on how they are positioned at activation, the quality on how well the activating performance is.
- They will remain within 10ft of the player, even if the player or puppets move.
- They stop when the player stops (if moving over 1/2 movement, will have to make a roll.)
- A *Performance* roll can be made to incorporate a task into the dance for the puppets to act out. (eg. carrying an object or tripping a switch)

DREAM CATCHER

This web of threads has gems masterfully sewn into some strands to catch the light in a rainbow of dew-like droplets. (There are [D20+10] gems woven into the catcher.)

The outside ring is of a pale wood with arcane writing running around the edge.

There are five feathers that dangle below the main web, tied with similar gems.

Activation: Capture: Touch a feather to a sentient creature while speaking an incantation, then and hang the catcher within 15ft of them.

Activation: Recover: Touch a gem with a feather while speaking an incantation.

- The feathers can be magically detached and re-attached as part of the incantations.
- Each feather can be used on a separate individual for concurrent capture.
- Each gem holds the visual thoughts, memories or dreams of the creature, storing about 4 hours' worth of experience.
- The gems change from clear to a hue that represents the emotion of the capture.
- The latest gems have the strongest colour and gradually fade to clear after a week of inactivity.
- When viewing the stored images, the threads shimmer and grow more to eventually fill the frame. Each shimmering thread changes colour rapidly, centring on the specific gem and plays back what was captured.
- Anyone can see the playback, however only the reader of the initial incantation can recover the visuals recorded by it. (They can also have control of the timeline on the playback).
- Covering the catcher or moving something between it and its target will end the capture. As will moving out with its range.

WAYANG CLOAK

This dark cloak constantly moves like it's caught in strange winds that are nothing to do with the plane it's in.

The edges are both smooth and ragged as if made of flames of material.

Activation: Once attuned, concentrate on a figure, animal, monster or shape.

- Requires attunement
- The shadow cast by the wearer will appear to be cast from the image the wearer is concentrating on.
- This can move with the wearer and be puppeted as long as they are concentrating.
- Any *Performance* roll where this would be useful is made at advantage.
- Due to the manipulation of shadows, any *stealth* roll to hide is made with advantage.
- However due to the constant movement and unique appearance, any *stealth* roll to blend in or be inconspicuous is made with disadvantage.

BARRIER DISK

This 10cm black disk is about 3cm thick and although smooth to the touch, gives slightly with pressure.

There is a thin line of runes running around the edge picked out in red.

Activation: Read the enchantment while touching the disk and specify a delay. (1 round to activate)

- The disk will expand to either a 20ft arc or to completely fill a 20ft dia space, centred on the disk. (Forming around obstacles)
- A delay from 1 round to 1 hour can be specified. Once activated the runes pulse, getting faster as the time limit approaches.
- The disk can take up to 48 HP of damage before reverting to it's smaller form.
 - *Force* and *bludgeoning* damage will distort and ripple from impact.
 - Cuts from *piercing* and *slashing* will appear to flow back together.
 - Damage over 10HP will form an opening in the disk for a short while.
 - The disk deteriorates by 1HP per hour.
- Reciting the enchantment again while touching the disk will shrink it.
- The disk heals 1hp per hour when in the smaller form and can only be activated if over 24 HP
- If sealing an opening, the barrier is water and air tight, and cannot be seen through.

PROSPECTOR'S SIEVE

The rough wood of this crate looks at odds with the fine runes branded into the inside faces.

It measures 2ft square by 1ft tall and has brackets on the corners to attach four stout timbers as legs. Each side has hooks on the outside designed to take a sack (4 are folded inside with the legs)

Activation: put stuff in the crate, speak the enchantment for each side to activate.

- The source material placed in the crate will be separated into (up to) five component materials.
- the most common component will drop through the base, the others ejected through the sides.
- It can filter a full load in an hour and will stop when empty (can be topped up during the process)
- It will not separate living flesh.
- Constructed items will be disassembled, crops will be threshed, ores processed, animals skinned and butchered.

VERMICIOUS TERMITES

On initial inspection this round, shell-like container is full of course, grey beads. The tub is 20cm in diameter with a round lid that is held in place with ties that sit in the contours. There are arcane runes inked onto the side of the tub.

Each 'bead' is about 5mm dia and has ridges like a round shell. There are [D10 x 10] in this tub.

Activation: Drop a few beads and speak the incantation.

- On activation, the beads unfurl into a mite that has lots of legs surrounding a sharp set of "teeth". Their feet enable them to climb any surface and even hang upside-down while eating.
- They will turn almost anything to dust/pulp. (Each mite does 1D6 damage per second to solid objects and 1D6 per turn to soft materials.)
- They have 5 HP but are really hard to hit and damage (AC 18). It's the same AC to damage them in their 'bead' state.
- Each will stop and roll-up after consuming ~1ft sphere of material (including ground and anything adjoining what they were touching when activated.)
- An investigation check is required to retrieve any mites after they have finished.
- The tub is warded to prevent them activating within it.
- *Warning:* do not hold any beads when activating.

PORTER HANDLES

A pair of turned wooden cylinders with a metal bar running through each that is turned 90° at the ends. These ends are flared to hold dark blue gems.

The bent metal rod has raised runes on it, polished with wear.

Activation: Hold against an object and say the command word (held for 1 round). A different command to release.

- The gems will light up and attach the handle firmly to the object (DC 20 Strength check to remove by brute force and may damage the target object).
- They will set a 'status field' around the object, enclosing it. Everything within the status field will reduce in weight by a factor of 100.
- The field cannot extend beyond 10ft from the handle, but will join to any other handle's field to enclose larger objects.
- The light in the gems will dim as used; 12 hours of use will deplete them fully.
- For every hour not attached to anything, they regain an hour's worth of use.
- This does not change the flexibility, durability or natural movement of the object the handles are attached to.

SHEPHERD'S STAFF

The crook and shaft of this hardwood staff are expertly carved with a relief of a pastoral scene.

Activation: (Presence) Hold the staff with both hands and concentrate with eyes closed for 1 turn.

Activation: (Cloak) Speak enchantment while touching the staff.

Activation: (Speak) Touch staff to a creature.

Activation: (Strike) Hit the staff against something.

- Requires attunement
- This staff classes as *Magic* when inflicting damage and does 1D8 bludgeoning damage.
- *Presence:* When concentrating, the position of all creatures within 100ft are pinpointed as clouds of light in the wielder's mind.
 - The size of the light denotes the power of the creature's mind (*Int*).
 - The colour of the light denotes their emotional state.
 - The effect is continuous while eyes are closed and concentration maintained, but once broken it requires a short rest before it can be activated again.
- *Cloak:* Once activated, all scent, tracks, noise and other indications of presence are masked within 10ft of the staff.
 - Any tracking rolls to find someone within the sphere of influence are made with disadvantage.
 - Any stealth rolls to hide within the sphere of influence are made with advantage.
 - Once activated the effect lasts an hour and will take a long rest before it can be used again.
- *Speak:* While touching the staff to another creature's head, the wielder can telepathically communicate with them.
 - Understanding of the animal is vital to effective communication; a roll must be made to glean or impart information to any creature with an *int* lower than 4
 - This has four uses, during a short rest the attuned can regain one use and a long rest will restore all uses.
- *Strike:* On impact, the staff can release a loud, scary roar of force.
 - If an attack roll is greater than 10 (no matter the AC of the target) the staff detonates affecting all in a 15 ft cone at 20ft radius of the impact
 - 1D6 force damage and everything not secured moves 5ft away from the impact. Creatures with *Int* less than 4 will become *frightened* of the wielder.
 - A *Dex save* will take 1/2 damage and not move.
 - A *Wis save* will negate the fear.
 - Using this will drain the staff of all other abilities and require a long rest to use again.